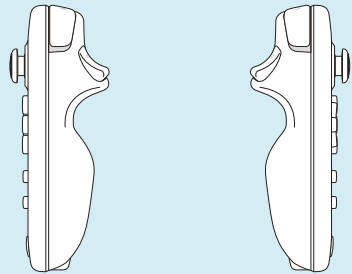
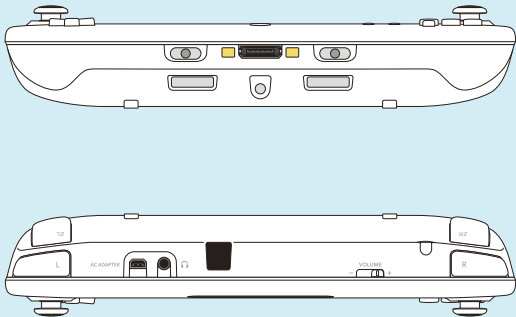


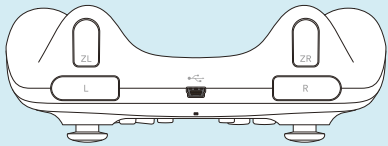
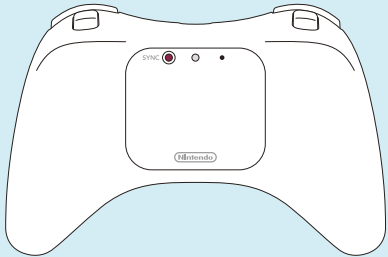
Wii U Artwork Collection
(For Application Development)

Date Created	2012-07-06
Revision Date	2015-03-12

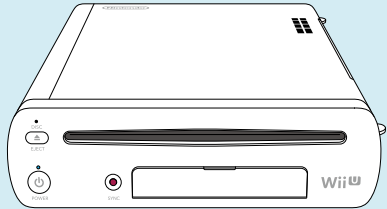
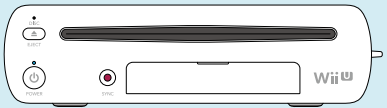
Wii U GamePad / Wii U Pro Controller



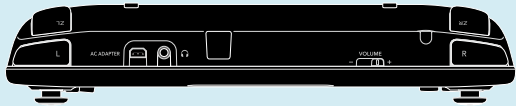
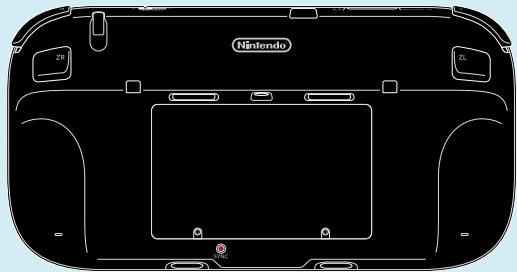
Note: Normally, you should use illustrations that show the HOME Button LED unit
The HOME Button LED only lights up when notifications have arrived.
Use layers to switch between on and off for the HOME Button LED.



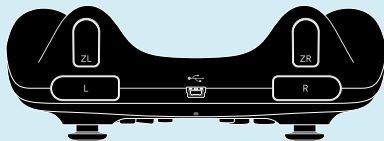
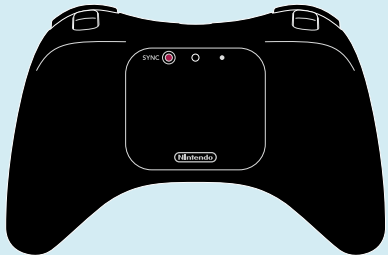
Wii U Console



Wii U GamePad / Wii U Pro Controller



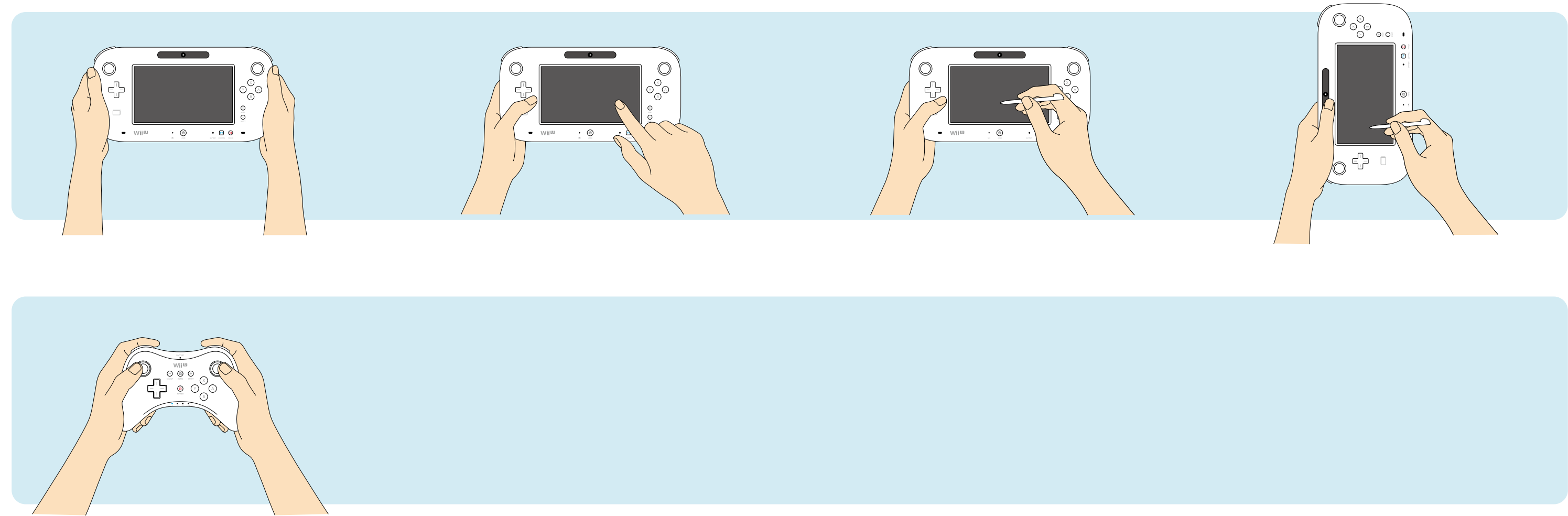
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Use layers to switch between on and off for the HOME Button LED.



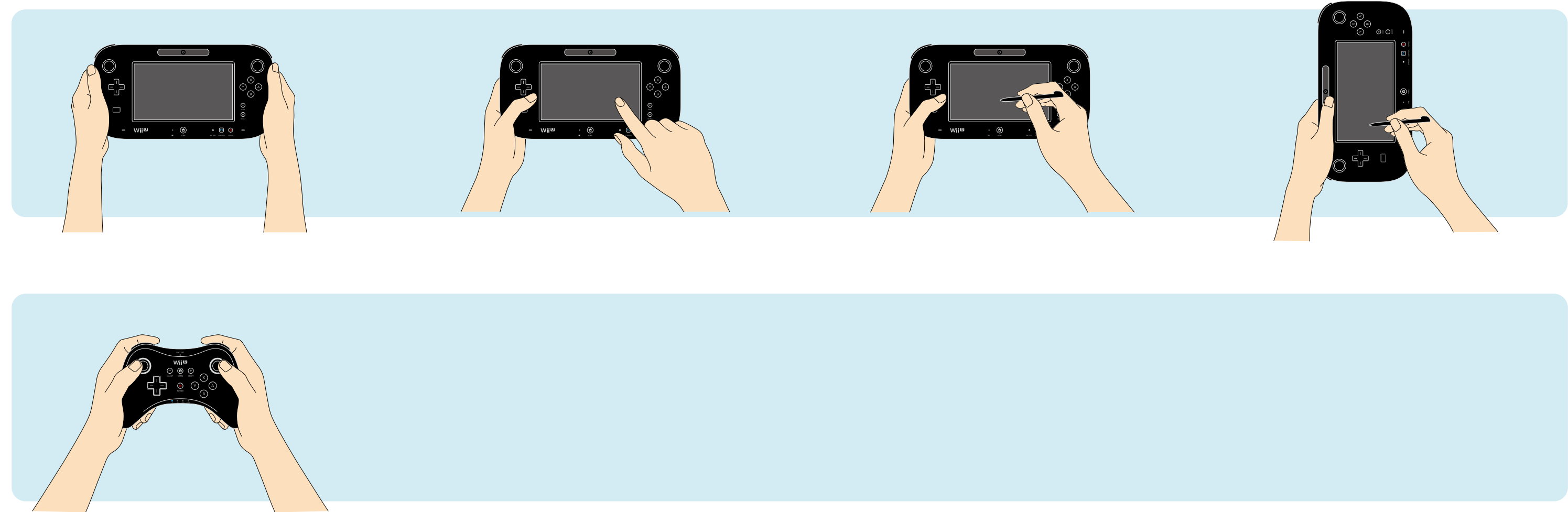
Wii U Console



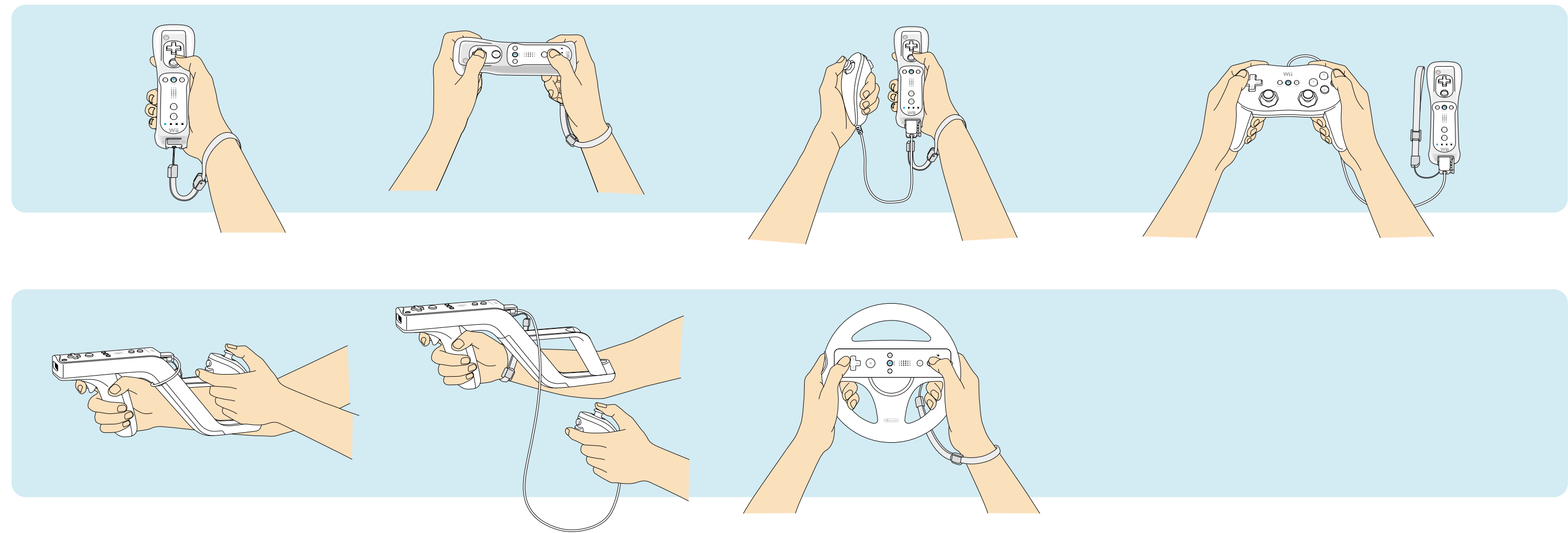
How to Hold the Controller



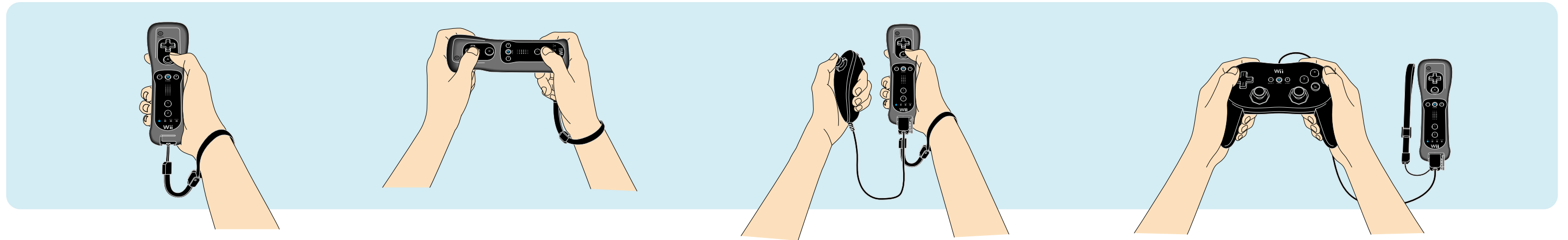
How to Hold the Controller



How to Hold the Controller



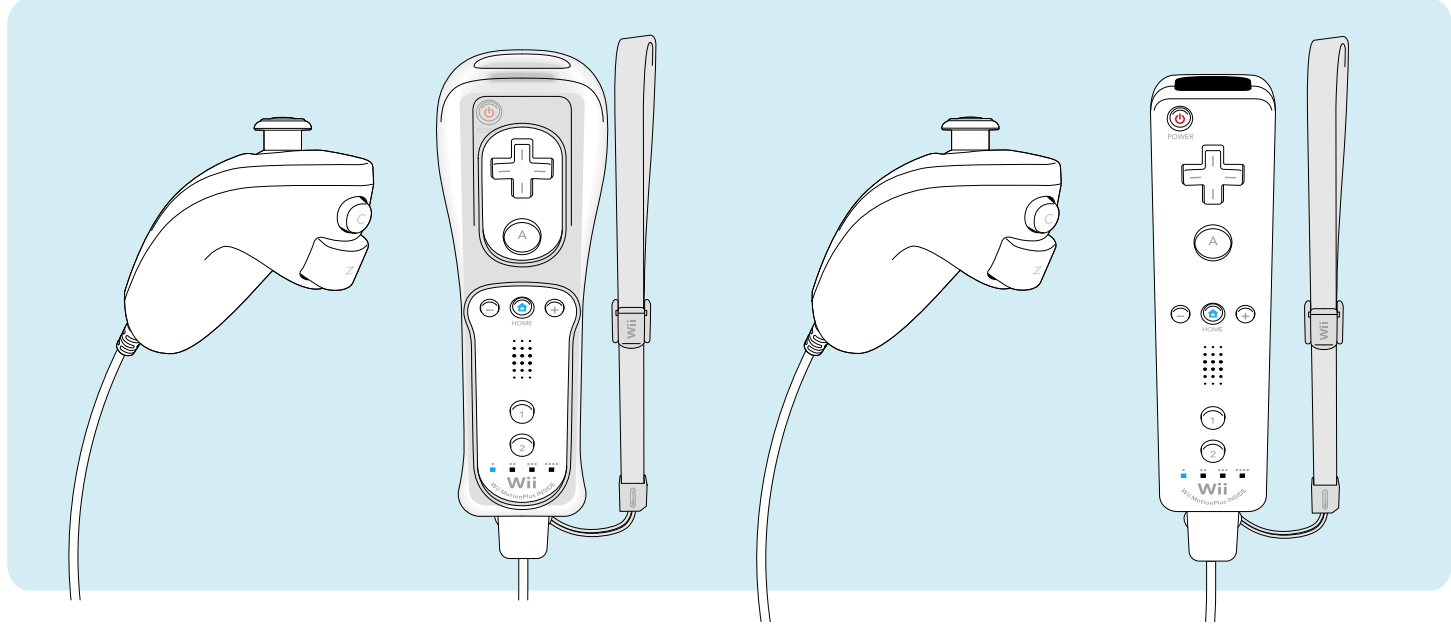
How to Hold the Controller



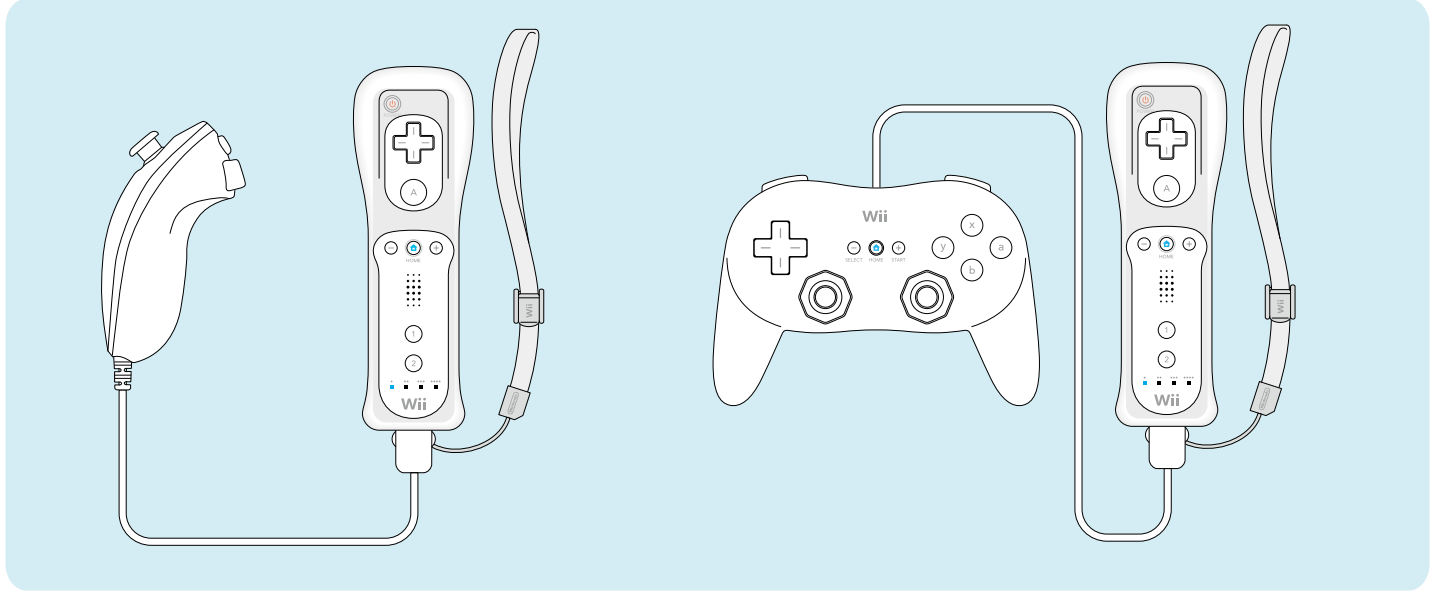
Wii Remote / Wii Remote Plus / Classic Controller Pro



Wii Remote Plus and Nunchuk



Wii Remote with the Nunchuk or Classic Controller Pro



Note: This illustration is of the Wii Remote Plus, but it may also be used as an illustration for the Wii Remote.

Wii Remote / Wii Remote Plus / Classic Controller Pro



Wii Remote Plus and Nunchuk



Wii Remote with the Nunchuk or Classic Controller Pro



Note: This illustration is of the Wii Remote Plus, but it may also be used as an illustration for the Wii Remote.

Controller Buttons

Wii U GamePad



Wii U Pro Controller



Wii Remote
Wii Remote Plus



Nunchuk



Classic Controller Pro



Icons that represent switching input between the television screen and the Wii U GamePad



Notes on the Wii U Artwork Collection (Excluding the Nintendo eShop, Miiverse, Internet Browser Icon, and Friend Icon)

- Size
Optional (but with a fixed aspect ratio).
Note: When you scale the artwork, be sure to scale the line thickness (line weight) by the same ratio.
- Color
Fixed (modification prohibited).
- Effects (such as changes to shape and appearance)
Prohibited.
- Other items
Do not use artwork from the Wii U Artwork Collection (for Application Development) in e-manuals or in printed materials.

Restrictions regarding the U icon (Note: Artwork for the U icon is not provided)

The U icon is a trademark of Nintendo. Do not use the U icon in games, except for Nintendo titles.



Application Icon Style Guide

These notes are about the icons of overlay and other applications that can be used in application development.

See the Icon Style Guide when making use of these assets.

The icon data may be found in the included AI file.

Contact Nintendo Support if you have any questions.

Contents

Notes on Icon Usage

Detailed Description of Icon

Nintendo eShop

Miiverse

Internet Browser

Friend

Notifications

E-Manual

HOME Menu Disabled Icon

Notes on Icon Usage

Applied to Nintendo eShop, Miiverse, Internet Browser, Friend, Notifications, and E-Manual icons (except the HOME Menu Disabled icon).
Contact your Nintendo representative if anything about the usage guidelines is unclear, or if you want to use a particular effect.

Minimum Margin

The icon is to be surrounded by a minimum margin. This margin area may not contain images or text as a general rule.
The minimum margin may be compromised in cases where the display space is limited.
See the attached data for margin space.



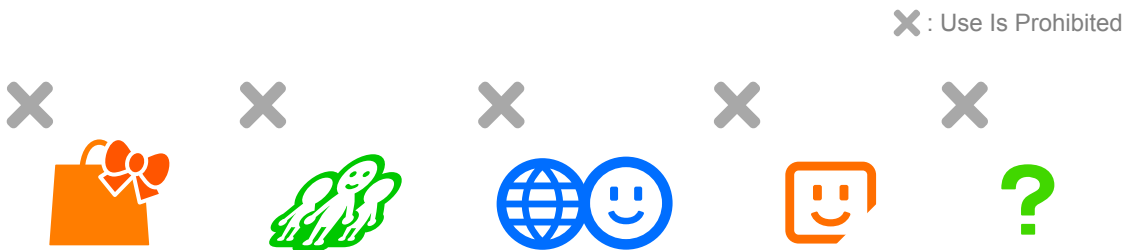
Momentary Changes in Animations

Momentary effects are allowed in animations that play during screen transitions, and when selecting UI elements.



Appearance in Checksheet Editor

Changing the shape of the icon is prohibited.
As a general rule, the icon must not be obscured by other elements.
Adding or removing parts of the resources is also prohibited.



Size

Scaling is allowed.
Use a fixed aspect ratio.
To avoid pixelation or loss of detail when scaling the artwork, note the resolution of the screen it will be displayed on.

Icon color

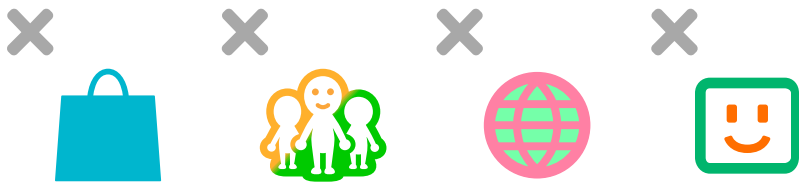
✗ : Use Is Prohibited ✓ : Use Is Allowed

As a general rule, use the specified colors.

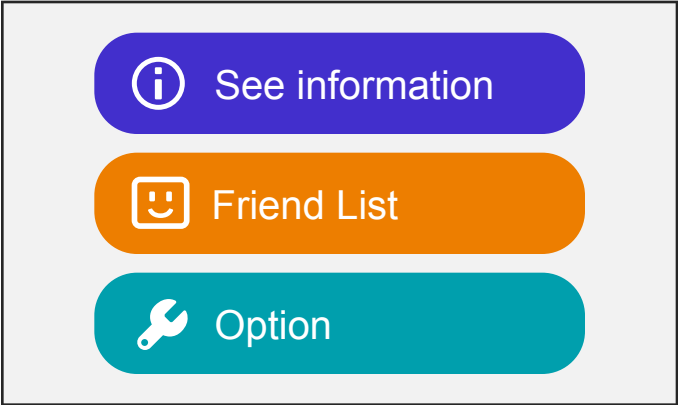
Adjust the color in a way that does not alter the feel of the icon If there is a problem with visibility.

Monochrome, such as white, black and grayscale, may be used to adjust the icon to fit into the application's UI, or if there are problems with visibility.

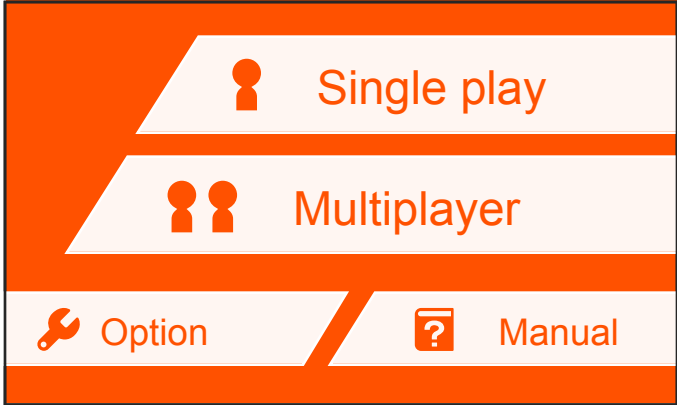
Only the e-manual icon may be changed from its original color or presented in an achromatic fashion, and only to better fit it within an application's aesthetic.



✓ Achromatic when working with the application's own UI rules.



✓ A custom color when fitting in an application's look and feel (only E-Manuals).

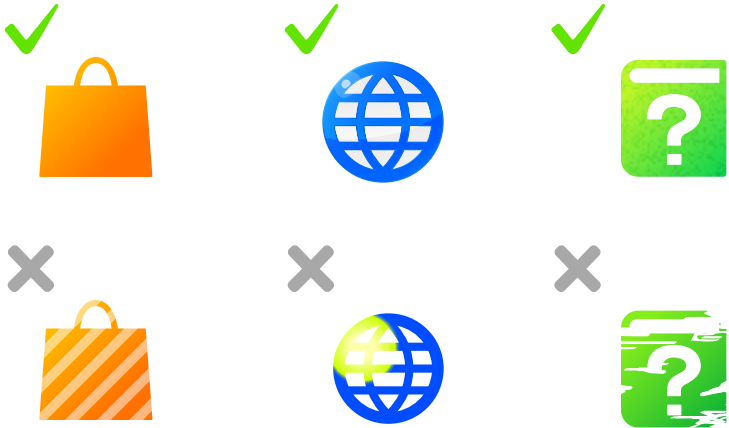


Texture and Gradation

✗ : Use Is Prohibited ✓ : Use Is Allowed

Gloss effects, gradations, and textures can be applied to the icons to match UI effects.

Do not apply effects that alter the look or feel of the original icon.



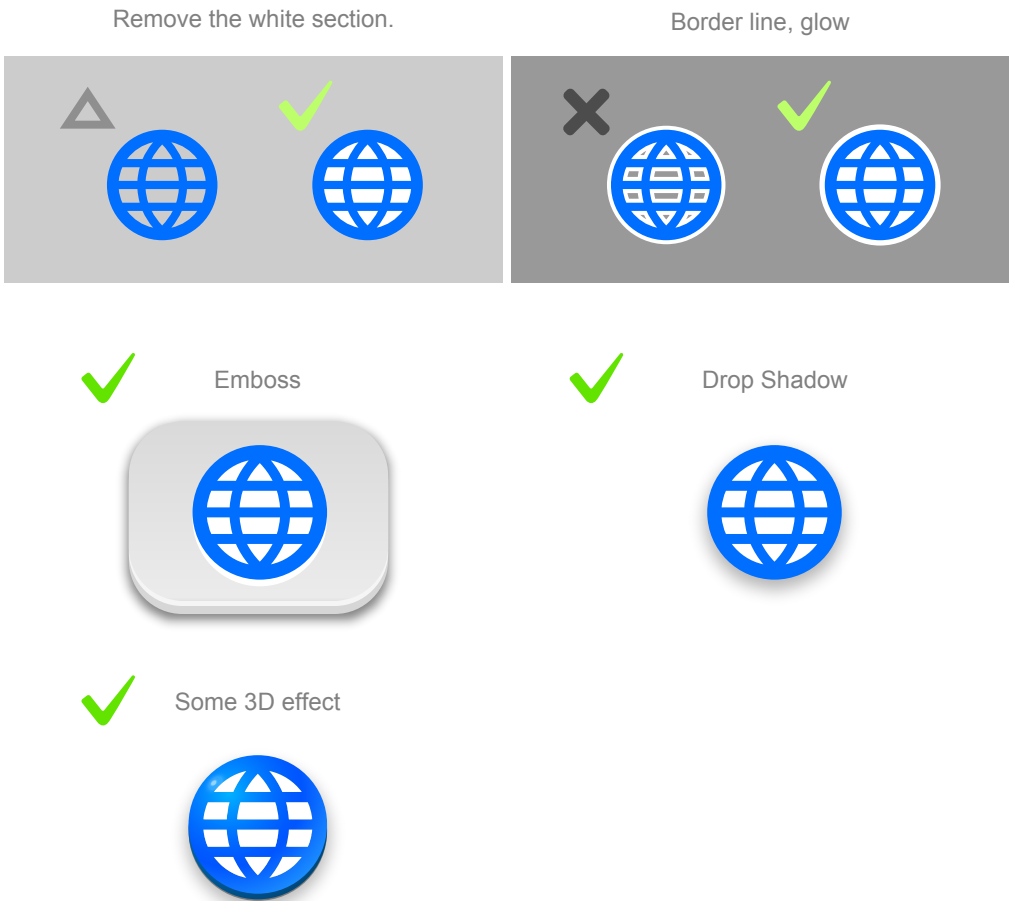
Removal of the white section, border, glow, embossing, drop shadow, or 3D effect

We do not recommend making the white sections transparent. You may do this to better fit an application's own UI rules. Do so in a way that retains visibility.

You can add effects such as a border, glow, embossing, drop shadow, or 3D effect. Do not remove the white section in this case.

Do so in a way that retains visibility and the original look and feel.

△ : Deprecated ✕ : Use Is Prohibited ✓ : Use Is Allowed



Rotation

Rotation is generally prohibited.

Nintendo eShop



Acceptable Uses

- Represents Nintendo eShop
- UI that transitions to Nintendo eShop
- UI that directly calls the Nintendo eShop purchasing feature from the application

Specified Colors

	RGB	R: 255 G: 125 B: 0
	HEX	FF7D00

Miiverse



Acceptable Uses

- Representing Miiverse
- UI that transitions to Miiverse
- UI that transitions to the Miiverse post application

Specified Colors

	RGB	R: 0 G: 200 B: 0
	HEX	00C800
	RGB	R: 255 G: 255 B: 255
	HEX	FFFFFF

Internet Browser



Acceptable Uses

- Represents Internet Browser
- UI that transitions to Internet Browser

Do not use this icon to represent an Internet connection in general, as this icon specifically represents the Internet Browser application.

Specified Colors

	RGB	R: 0 G: 110 B: 255
	HEX	006EFF
	RGB	R: 255 G: 255 B: 255
	HEX	FFFFFF

Friend



Acceptable Uses

- Representing a friend or the friend list
- UI that transitions to the friend list
- UI that transitions to functions related to friends

Specified Colors

	RGB	R: 255 G: 110 B: 0
	HEX	FF6E00
	RGB	R: 255 G: 255 B: 255
	HEX	FFFFFF

Notifications



Acceptable Uses

- Representing Notifications or the Notifications List
- UI that transitions to the Notifications List

Specified Colors

	RGB	R: 0 G: 210 B: 200
	HEX	00D2C8
	RGB	R: 255 G: 255 B: 255
	HEX	FFFFFF

E-Manual



Acceptable Uses

- Representing the E-Manual application
- UI that loads the E-Manual application directly from the application

Specified Colors

	RGB	R: 65 G: 215 B: 0
	HEX	41D700
	RGB	R: 255 G: 255 B: 255
	HEX	FFFFFF

The E-Manual icon may be changed from its original color or presented in an achromatic fashion only to better fit it within an application's aesthetic.

HOME Menu Disabled Icon



Acceptable Uses

Displayed when pressing the HOME Button does not call the HOME Menu. It is only displayed for this purpose.
For more information, see the Wii U Guidelines for the HOME Button.

Specified Colors

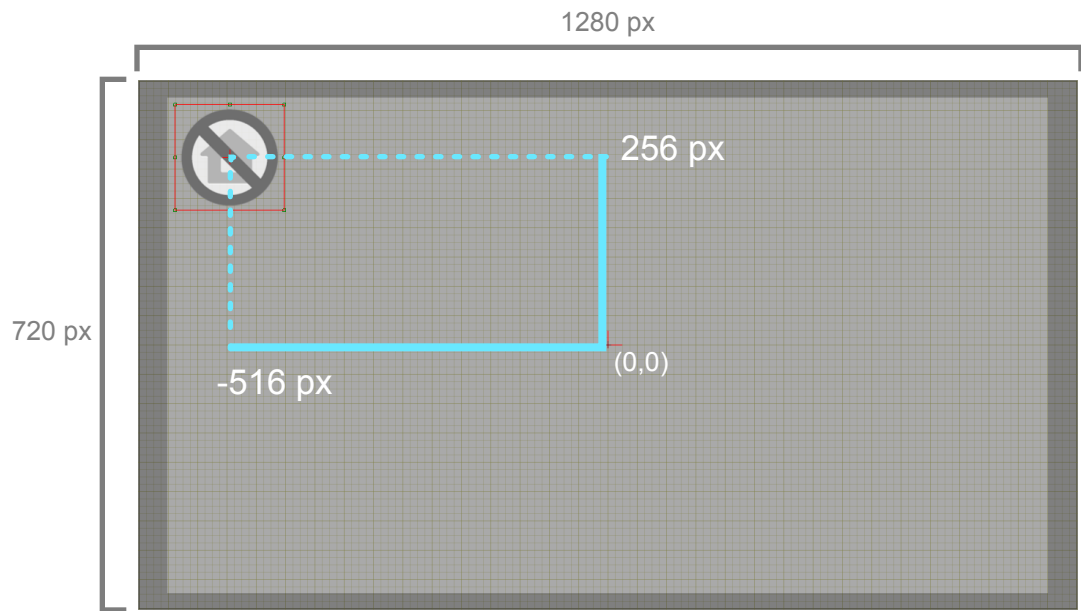
Use without modifying the color.

Notes on Icon Usage

The HOME Menu Disabled icon does not follow the guidelines in the earlier Notes on Icon Usage section. Use the provided image without alteration.
Implement with the display position and animation key frame values on the right.

In principle, the HOME Menu Disabled icon is designed with the expectation that it will be displayed by the Wii U Error Viewer. However, if it is difficult to display this icon with the Error Viewer, it is acceptable for the application to display the icon. When doing so, you must display the icon using the same display method used by the Error Viewer.
The icon image is a TGA file that is provided in this package. The Error Viewer places the icon image on a 1280x720 display region, locating the center coordinates of the icon image at [-516, 256]. (See the figure below.)

If the screen resolution is different, adjust the size and coordinates of the icon so that the icon appears on the same location of the screen as using Error Viewer.
The icon images provided are HomeNixSign_WiiU720.tga for 1280x720, HomeNixSign_WiiU1080 for 1920x1080, and HomeNixSign_WiiUDRC.tga for the GamePad.



Animation (at 60 fps) is described below.

Fade-In	0 frames (No fade-in animation, and the icon displays on the first frame.)
Display	60 frames
Fadeout	18 frames (Fade out by linearly decreasing the opacity.)

If the user presses the HOME Button multiple times before the fade-out is complete, display of the HOME Menu Disabled icon does not start over multiple times. The button presses are simply ignored until the initial display completes.